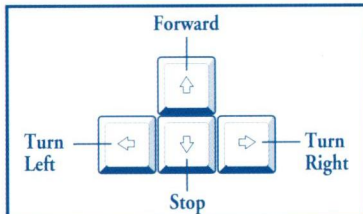
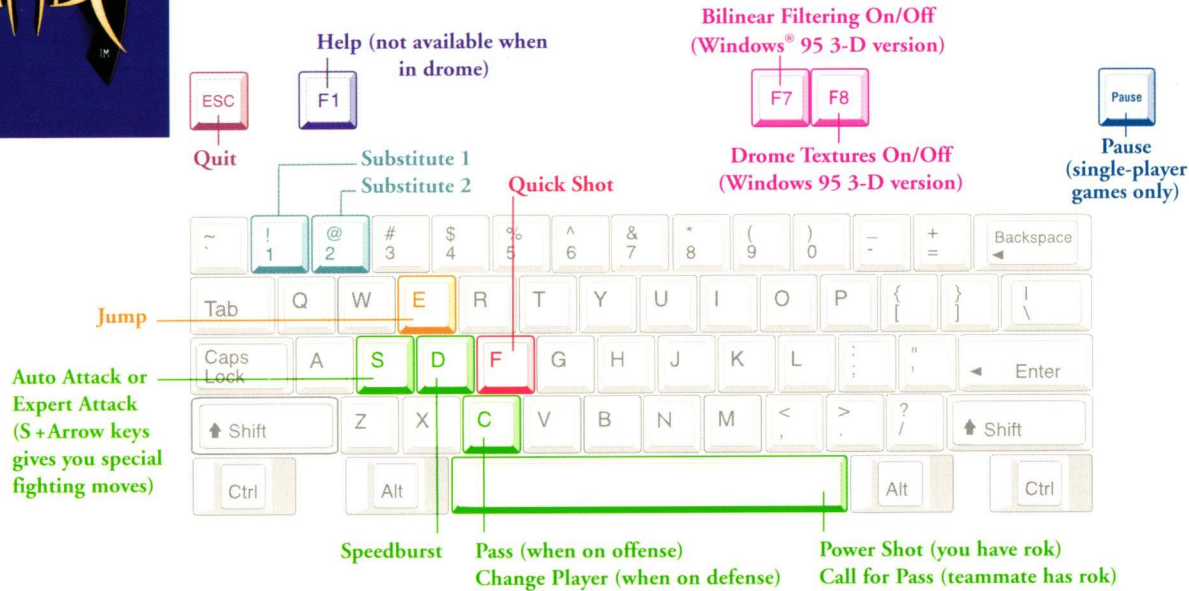
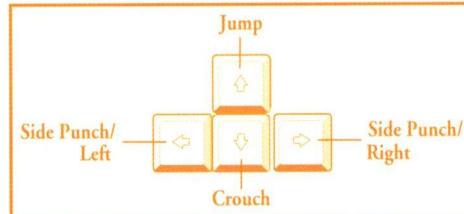


KEYBOARD LAYOUT

Note: You can customize keys from within the Options screen.



SINGLE TAP KEYS



DOUBLE TAP KEYS

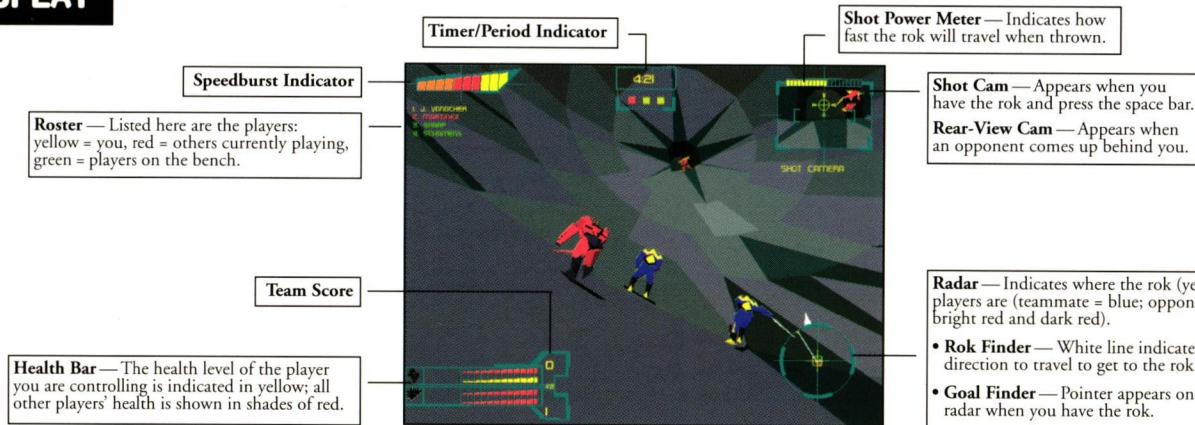


KEYPAD KEYS











IMPORTANT

- Training mode, which is the default, is best for beginners.
- Change players to stay close to the action.
- Attack your opponents early and often. Attacking and scoring are both part of a balanced victory strategy.
- Learn which attacks cause the most damage. Also learn how to use the killball, mines and swarfs on your opponents.
- Beginners should use Auto Attack and Quick Shot. Advanced players should switch to the Expert Attack mode which allows you to choose the attack you want.
- Don't carry the rok too close to the goalie, he may kill you for it.
- Use the multiplier to score several points with one shot.
- Substitute your players (by pressing 1 or 2) when their health is low to keep them from being killed or injured.
- Don't forget to use your speedburst, but use it wisely.

HEADS UP DISPLAY



DRONE OBJECTS

OBJECT	DESCRIPTION	TIPS	OBJECT	DESCRIPTION	TIPS
	Killball Charger —If you have the rok, skate through this gate and turn the rok into a projectile that you can use to inflict pain on your opponents.	The rok changes shape once activated. Just point towards an opponent, press the Attack Key (S) and the killball will automatically seek and destroy.		Randomizer —By skating through these flags located at the lip of the drome, you'll activate random power-ups.	Power-ups include opponent slow-down, health restore, long shot, immunity, and much more.
	Turnstile —A rotating object with razor sharp blades.	Skate through to make the arms swing and slice anyone following too close. Just avoid the turnstile's center pole.		Ramp —An easy way to get airborne quickly.	Use the ramps to make up ground and to avoid objects and opposing players.
	Multiplier —Skate through this device with the rok and multiply the value of your next score by 2-4 times.	A spinning multiplier can knock you around, but will not cause health damage.		Armory —Where you can find toys of destruction and disfigurement. Skate through to pick up mines and swarfs.	Work fast because it's first come, first serve.
	Hurdle —A thick barrier of treated concrete designed to induce severe disorientation.	Draw your pursuing opponents into the Hurdle, but make sure you give yourself enough time to jump or turn away.		Mine —A proximity explosive device. Press the Attack Key (S) to plant.	Strategically place these devices as a present for enemy pursuers particularly in front of your goal.
	Laser Hurdle —Deadly laser mounted at waist level.	Avoid this vicious object at all cost, otherwise you might end up staring at your lower half...eye to kneecap.		Swarf —Modified anti-personnel projectile that seeks out nearest enemy target and stuns. Press the Attack Key (S) to launch.	Use the swarf to jar the rok loose from opponents heading toward your goal. Just point it towards an opponent.